Spring 2012

CS 399-01: iOS Programming

Erik Marlow Buck
Wright State University - Main Campus, erik.buck@wright.edu

Follow this and additional works at: https://corescholar.libraries.wright.edu/cecs_syllabi

Part of the Computer Engineering Commons, and the Computer Sciences Commons

Repository Citation
https://corescholar.libraries.wright.edu/cecs_syllabi/474

This Syllabus is brought to you for free and open access by the College of Engineering & Computer Science at CORE Scholar. It has been accepted for inclusion in Computer Science & Engineering Syllabi by an authorized administrator of CORE Scholar. For more information, please contact library-corescholar@wright.edu.
Learning Objectives

- Competency developing software for iOS devices including any of iPhone, iPod Touch, or iPad
- Understanding of the C and Objective-C programming languages
- Understanding of typical embedded software constraints including resource management
- Understanding of iOS development tools and software development life cycles
Schedule and Contact

- Class 26-MAR-12 to 08-JUN-12
- 10:25 am - 12:05 pm MW Dunbar Library 058
- Office Hours: 12:05 pm - 1:05 pm MW Dunbar Library 058

erik.buck@wright.edu

Home phone: 937-431-1667
Evaluation and Policy

- 50% Project Assignments (4)*

- 30% Homework Assignments (10) (Start homework assignments with Internet search: most questions can be answered with one sentence and a URL)

- 20% Final examination

- A/90%, B/80%, C/70%, D/60%, F/50% (70% average on the programming projects to pass the class)

- All Assignments must be submitted via Pilot drop box.

*Collaboration is acceptable, but each student must turn in a unique project.
Course Outline

- Module 1: Native iOS Application Components
- Module 2: Cocoa Touch Application Architecture
- Module 3: ANSI C and Objective-C
- Module 4: Loose Coupling & Alternatives to Inheritance
- Module 5: Reference Counting Resource Management
Course Outline (continued)

- Module 6: Objective-C Blocks
- Module 7: iOS User Interface Survey
- Module 8: Event Driven Programming
- Module 9: Custom Drawing & Animation
- Module 10: Multi-touch Input & Gestures